

APX ATARI® PROGRAM EXCHANGE



DALE DISHAROON MARCH 1982

CUBBYHOLES

CASSETTE (APX-10101)

REQUIRES: 16K RAM

DISKETTE (APX-20101)

REQUIRES: 24K RAM

User-Written Software for ATARI Home Computers

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by

Dale Disharoon

Program and Manual Contents © 1982 Dale Disharoon

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INTRODUCTION

OVERVIEW

CUBBYHOLES is an arithmetic game played by one or two players using Joystick Controllers. In a two-player game, opponents work on separate, but identical, 3-by-3 grids of one-digit numbers. Below the grid a number between 6 and 18 displays. You can either select this number or let CUBBYHOLES choose it for you. The object of the game is to draw boxes around the nine digits in such a way that the sum of the digits in each enclosure equals the number below the grid. All nine digits must be used and each is used only once. If you think you've solved the puzzle, move to the middle of the grid and press the Joystick's trigger button. If you're wrong, CUBBYHOLES tells you to try again. If you're right, you score a point and another round begins. You can play as few as two rounds or as many as twenty. In the one-player version, one grid displays and your goal is to complete every round successfully.

REQUIRED ACCESSORIES

ATARI BASIC Language Cartridge
One ATARI Joystick Controller per player

Cassette version

16K RAM
ATARI 410 Program Recorder

Diskette version

24K RAM
ATARI 810 Disk Drive

CONTACTING THE AUTHOR

Users wishing to contact the author about CUBBYHOLES may write him at:

Box 215
Manchester, CA 95459

or call him at:

707/882-2477

GETTING STARTED

LOADING CUBBYHOLES INTO COMPUTER MEMORY

1. If you plan to use the Joystick Controller, plug the Joystick into the first (leftmost) controller jack at the front of your computer console.
2. Insert the ATARI BASIC Language Cartridge in the cartridge slot of your computer.
3. If you have the cassette version of CUBBYHOLES:
 - a. Turn on your TV set.
 - b. Connect your program recorder to the computer and to a wall outlet.
 - c. Slide the CUBBYHOLES cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY.
 - d. Turn on the computer while holding down the START key. Press the RETURN key and CUBBYHOLES will load into the computer automatically and begin to run.

If you have the diskette version of CUBBYHOLES:

- a. Turn on your disk drive.
- b. When the BUSY light goes out, open the disk drive door and insert the CUBBYHOLES diskette with the label in the lower right-hand corner nearest to you. Close the door.
- c. Turn on your computer and TV set.
- d. CUBBYHOLES will load automatically into computer memory and begin to run.

THE FIRST DISPLAY SCREEN

After the program loads into computer memory, the screen fills with the word "CUBBYHOLES" accompanied by an electronic rattle. The copyright notice displays at the bottom of the screen.

SELECTING YOUR OPTIONS

Choosing a one- or two-player game

After the CUBBYHOLES title displays, the menu displays. First, you select a one- or two-player game. On the screen, you see

PLAYERS 1

The number 1 represents a one-player game. Move the first Joystick (in the leftmost controller jack) in any direction to alternate between a one-player and two-player game. Press the red button on the Joystick when your desired number displays.

Entering players' names

If you choose a two-player game, the words

PLAYERS' NAMES

appear on the screen. Using the computer keyboard, type in the name of the first player. You may use a maximum of eight letters. Use the DELETE/ BACKSPACE key if you make a typing error. Press the RETURN key to enter the name. Enter the second player's name in the same manner. If you don't want to take the time to enter names, merely press the RETURN key in response to each name prompt. The computer uses the names PLAYER-1 and PLAYER-2.

Choosing the skill level

In both the one-player and two-player games, you may choose the sums for the puzzle grids. The word

LEVEL

appears followed by the number 6. If you choose this skill level, the sums for all grids must be 6. Use the first Joystick to change this value. Holding the Joystick with the red button away from you and to your left, push the stick forward to increase the value and pull it back to decrease it. The value cycles from 6 to 18. You also see the word

ALL

appear. If you choose this option, the computer randomly selects a number for each round of play. To finalize your choice, press the red button on the Joystick.

Specifying the number of rounds

After you choose the skill level, the words

HOW MANY 5

appear. You now select the number of rounds you want to play. Push the stick forward to increase the number and pull it back to decrease it. You can select as many as twenty rounds or as few as two. Selection of an even number of grids in a two-player game allows for the possibility of a tie. Again, press the red trigger button to make your selection.

USING CUBBYHOLES

INTRODUCTION

For each puzzle, nine digits display on a 3-by-3 grid. Another number appears directly below the grid. You must partition the digits so that each compartment (cubbyhole) adds up to the number below the grid. You use every digit only once. You build cubbyholes with the Joystick(s).

CREATING THE CUBBYHOLES

You see a small flashing dot (cursor) near the top of each puzzle. Hold the Joystick with the red button away from you and to your left. Press the red button on the Joystick. A short horizontal line appears. Press the red button again and the line disappears. Push your Joystick left or right and the cursor moves horizontally. Push your stick forward or pull it back and the cursor moves vertically. You can move only through the center digit. The cursor won't move through the other numbers. You can't move out of the grid. You can't place lines in the four center corner positions. This feature lets you turn corners. Lines appear automatically in these corners. Play around with the Joystick and the cursor for a few minutes to become familiar with building a cubbyhole.

DID YOU WIN?

Each puzzle has only one correct solution. If you've successfully cubbyholed every number in the puzzle, move the cursor to your center digit press the Joystick trigger. The computer now checks your grid. The computer buzzes if the solution is incorrect; keep trying. If the solution is correct, the computer signals approval and the next grid appears on the screen.

OTHER OPTIONS

You can use two of the orange keys on the right of the computer keyboard during the game. Pressing the START key returns you immediately to the game plan menu. The SELECT key advances you to the next grid. You don't score for a skipped grid, so use the SELECT key only as a last resort.

SCORING

One-player game. A scoreboard appears after you complete or skip the number of rounds specified on the game plan menu. The scoreboard displays the number of puzzles solved and the number attempted. Press the red trigger button to return to the menu.

Two-player game Scores display at the bottom of the screen below each player's name. You receive one point for each successfully completed grid. The winner is honored with a victory tune. Press the Joystick's trigger button to return to the program menu.

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The first of the three main parts of the report is a description of the data used in the study. This includes a description of the sample, the variables measured, and the methods used to collect and analyze the data.

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The second part of the report is a description of the results of the study. This includes a description of the main findings, a discussion of the implications of these findings, and a comparison of the results with previous research.

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The third part of the report is a conclusion. This includes a summary of the main findings, a discussion of the limitations of the study, and a statement of the author's conclusions.

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The fourth part of the report is a list of references. This includes a list of all the sources used in the study, including books, articles, and other documents.

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The fifth part of the report is a list of appendices. This includes a list of all the supplementary materials included in the report, such as tables, figures, and other documents.

The sixth part of the report is a list of footnotes. This includes a list of all the footnotes included in the report, such as those providing additional information or references.

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THE HISTORY OF THE UNITED STATES

The history of the United States is a story of growth and change. It begins with the first settlers, who came to the continent in search of a new home. They found a land of vast resources and opportunities, but also one of many challenges. The early years were marked by conflict and struggle, as the settlers fought to establish their communities and defend their rights. Over time, the United States grew from a small colony into a powerful nation, with a rich and diverse culture. The story of the United States is a testament to the power of the human spirit and the ability of a people to overcome adversity and build a better future.

The United States has a long and proud history, and it is a country that has made many contributions to the world. From the first settlers to the present day, the United States has been a land of opportunity and hope. It is a country that has always stood for freedom and justice, and it is a country that has always been a source of inspiration and strength for the people of the world. The history of the United States is a story of a nation that has grown and changed, but has always remained true to its values and its principles.

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ATARI PROGRAM EXCHANGE

REVIEW FORM

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many software authors are willing and eager to improve their programs if they know what users want. And, of course, we want to know about any bugs that slipped by us, so that the software author can fix them. We also want to know whether our documentation is meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program _____

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate and/or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program?

- _____ Easy to use
- _____ User-oriented (e.g., menus, prompts, clear language)
- _____ Enjoyable
- _____ Self-instructive
- _____ Useful (non-game software)
- _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

